Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 1997 **CLAIMS AS FILED - PART I OTHER THAN SMALL ENTITY** (Column 1) OR **SMALL ENTITY** (Column 2) TYPE FOR **NUMBER FILED NUMBER EXTRA** RATE RATE FEE FEE **BASIC FEE** 395.00 790.00 OR **TOTAL CLAIMS** minus 20 = x\$11=x\$22=INDEPENDENT CLAIMS minus 3 = x41 =x82 =OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR If the difference in column 1 is less than zero, enter "0" in column 2 \bigcirc **TOTAL** TOTAL OR **CLAIMS AS AMENDED - PART II OTHER THAN** (Column 1) (Column 2) (Column 3) **SMALL ENTITY** OR **SMALL ENTITY CLAIMS** HIGHEST REMAINING ⋖ **PRESENT** ADDI-ADDI-NUMBER **AFTER EXTRA** RATE **TIONAL** RATE **AMENDMENT** TIONAL **PREVIOUSLY** AMENDMENT FEE PAID FOR FEE Total Minus x\$11=x\$22== OR Independent Minus x41 =x82 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= OR +270= TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS HIGHEST** ADDI-ADDI- $\mathbf{\omega}$ REMAINING **PRESENT** NUMBER TIONAL RATE **AFTER** RATE TIONAL AMENDMENT **PREVIOUSLY EXTRA** FEE AMENDMENT FEE PAID FOR **Total** Minus x\$11=x\$22=OR = Independent Minus x41 =OR x82 =FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= OR +270= TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING **PRESENT** NUMBER RATE TIONAL **RATE** TIONAL **AFTER** AMENDMENT **EXTRA** PREVIOUSLY FEE FEE **AMENDMENT** PAID FOR Total Minus x\$11=OR x\$22= Independent Minus x41 =OR x82 == FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +270= +135= If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.